



# **PARKS, RECREATION AND COMMERCIAL FACILITIES JR. HIGH BASKETBALL RULES**

## **INTRODUCTION**

Welcome to the Junior High School After-school sports basketball program sponsored by Mesa Parks, Recreation and Commercial Facilities. As a coach or player, you will be participating in one of Arizona's most popular sports, basketball. This program is provided for your fun and enjoyment. Your cooperation, good sportsmanship and communication are important in making this a successful season.

### **1. Roster**

A player must be on a team roster to play in any game.

### **2. Conduct**

All persons directly or indirectly involved in our program are expected to act in an appropriate manner. Occurrences of negative behavior will be monitored closely and will not be tolerated. The following rules will govern poor conduct situations.

- A. Unreasonable harassment of an opponent's player, a referee, or spectator will draw a technical foul. Two technical fouls on a player or fan, due to conduct will result in the automatic ejection of that person from the court. A third technical on a team, any other player or fan, for conduct, will result in the automatic suspension of the game and the forfeiture of the game to the opposing team.
- B. Any player ejected from a game due to two technical fouls concerning conduct will be suspended from playing for at least one game.
- C. If a player is ejected from two games because of poor conduct, that person shall automatically be denied the privilege of participating for the duration of the basketball program.
- D. No coach, manager, player, or spectator shall:
  - Threaten an official.
  - Lay a hand upon, shove, kick, or strike an official.

- Be guilty of objectionable demonstrations of dissent at an official's decision.
- Be guilty of physical attack as an aggressor upon any player, official, or spectator.

E. ANY PLAYER REMOVED FROM A GAME MUST LEAVE THE COURT IMMEDIATELY.

F. The Site Supervisor is responsible for the final decision in all matters.

### 3. **Scorekeeper**

Each coach needs to provide a scorekeeper and have him/her report to the referee.

### 4. **Playing Rules**

- A. Time: There will be two 20-minute halves, running clock, except for the last two minutes of each half.
- B. Time Outs: Each team is allowed two time-outs per half of 20 seconds each.
- C. Halftime: There will be a 5-minute halftime, unless the game has been delayed and the officials and, /or supervisor rules that the game must start sooner.
- D. Jump Balls: In all jump ball situations other than the start of the game and each extra period, the teams will alternate taking the ball out-of-bounds for a throw-in. The team not obtaining control of the jump ball will start the alternating possession procedures.
- E. Defense: Man-to-man defense.
- F. Pressing and Zone Defense: Full court pressing and Zone Defense will be allowed during the final two minutes of the second half only, unless a team is ahead by 20 or more points, in which case, full court press or zone defense is not allowed.

### 5. **Fouls**

- A. Common Fouls: On all common fouls, the offended team will be awarded the ball out-of-bounds at the spot nearest to where the foul occurred.

- B. Flagrant Fouls: Flagrant fouls will result in immediate ejection of the player who committed the foul.
- C. Shooting Fouls: When a player is fouled in the act of shooting, his/her team is automatically awarded one point and the ball out-of-bounds under the basket. In addition, the goal shall count if it is made. However, the opposing team will then receive the ball out-of-bounds at the nearest point of infraction.

## 6. **Technical Fouls**

Officials may assess a technical foul without prior warning at any time. A technical foul shall be assessed for unsportsmanlike tactics such as:

- A. Disrespectfully addressing an official. (Gestures included)
- B. Physically contacting an official.
- C. Overt actions indicating resentment to a call.
- D. A coach stepping onto the court without permission of an official or running up and down the sideline.

Note: Cursing an official shall not be considered the only cause for imposing technical fouls. Running tirade, continuous criticism, or griping may be sufficient cause to assess a technical. Flagrant misconduct shall result in ejection from the game.

## 7. **Pre-Game Procedures**

In order to remain on schedule each night at each court, it is necessary that each team be responsible for the following:

- Locate the Site Supervisor upon arrival at game site.
- Referees will be starting games.